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Figure 6 shows the same implementation with triple buffering. Three buffers are allocated in memory, and the 3D drawing engine 60 and CRTC2 12 cycle through these buffers. Triple buffering is useful for minimizing any dependencies that may be imposed by the refresh rate limitations of the particular display being used.

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Once the use of filtering or no-filtering is decided (step 110), the 3D drawing engine is used to provide filtering (step 111), or the 3D drawing engine is used to provide scaling without filtering (step 112). Alternatively to using the 3D drawing engine 60, the backend scaler of CRTC2 12 can also be used to scale the zoomed window (see Figure 7). The CRTC2 12 is set to read from the location where the zoom window is located and the scaler is programmed to scale using the determined scale factor. The zoom window can be fetched directly from the main display buffer or the zoom window can be copied (blit) into another region in memory and the CRTC2 (12) can read from there (see Figure 8). In this case, the control of filtering and non-filtering, will depend on the filtering capabilities of the specific scaling unit used.

#### **IN THE CLAIMS**

1. (three times amended) A method of controlling a display controller system to provide a display surface zoom, said display controller system having a main surface of a frame buffer memory and output to at least one zoom display device, the method comprising the steps of:

receiving user input defining coordinates of a fixed position frame portion within said main surface of the frame buffer memory;

determining a resolution of said at least one zoom display device and adjusting an aspect ratio of said portion defined by said user input to correspond to said resolution;